PC CD-ROM

FLATOUT

12+

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EMPIRE INTERACTIVE

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GETTING STARTED

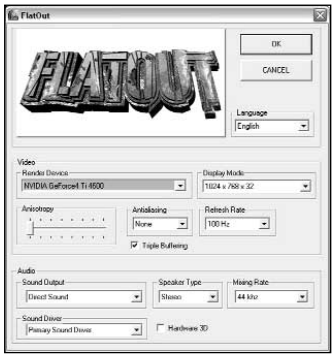
INSTALLATION

To play ***FLATOUT***, the game must be installed on your PC. Please ensure you have at least 1.1GB (1,100MB) of free space on your Hard Drive.

1. Insert ***FLATOUT*** Disc 1 into your CD-ROM or DVD-ROM drive.
2. After a few seconds the ***FLATOUT*** Launch Menu should appear. If no menu appears please proceed to step 3 otherwise skip to step 4.
3. On the Windows Desktop, Double Click on the 'My Computer' icon. Double Click on the CD-ROM or DVD-ROM drive (typically this will be the D: drive), then double click on the 'launch.exe' file.
4. Click on Install Game.
5. Select your preferred Language from the menu, and follow the on-screen instructions to complete installation.

CONFIGURATION

The Configuration Program allows you to change certain hardware settings to optimise your playing experience. The options available are as follows:



VIDEO

Render Device: If you have more than one graphic card installed in your machine, select the preferred card from this menu.

Display Mode: Select the resolution and colour depth. E.g. 1024x768 (Resolution) x32 (Colour Depth).

Anisotrophy: Set the level of Anisotrophy to improve the texture quality of the game.

Antialiasing: Set the level of antialiasing to reduce the amount of jagged edges seen in game.

Refresh Rate: Set the refresh rate you want the game to be played in.

Triple Buffer: Enable the Triple Buffer to improve the performance of the game if you have enough memory on your video card.

AUDIO

Sound Output: Select your preferred sound output.

Speaker Type: Select which Speaker Type best describes your set-up.

Mixing Rate: Select the audio quality.

Sound Driver: Select which Sound Driver you wish to use.

Hardware 3D: Enable or Disable Hardware 3D sound if your sound card supports it.

NOTE: MOST OF THESE SETTINGS, IF CHANGED WILL PUT MORE DEMANDS ON YOUR CPU, RAM AND GRAPHICS CARD. IF YOU EXPERIENCE PERFORMANCE ISSUES DURING GAME PLAY, TRY ADJUSTING THESE SETTINGS UNTIL YOU FIND A GOOD BALANCE BETWEEN VISUAL QUALITY AND PERFORMANCE.

INTRODUCTION

FLATOUT is a close-pack, high-octane, merciless racing game, where ruthless drivers wreck their souped-up cars and demolish racing tracks while battling it out for victory and prize money!

CONTROLS

All menus within ***FLATOUT*** are navigated in the same way.

Use the Cursor Keys to highlight a menu item and press the Return Key to select an option. Press the ESC Key to go back to the previous menu screen.

Use the Cursor Keys to cycle through choices or move sliders.

DEFAULT CONTROLS

Command	Menus	In-Game
CURSOR KEYS	Navigate Menu options	Turn Left / Right
CURSOR UP	–	Accelerate / (Slow Motion Rag-Doll)
CURSOR DOWN	–	Brake (Hold for Reverse)
SPACE BAR	–	Handbrake
RETURN KEY	Select Menu Option	–
CTRL KEY	–	FlatOut Nitro Boost / Release Rag-Doll (in Rag-Doll Sports Mode)
A KEY	–	Gear Up (Manual Gears)
B KEY	–	Look Behind
Z KEY	–	Gear Down (Manual Gears)
ESC KEY	Go Back a screen	Pause the Game
R KEY	–	Reset Car

GAME SCREEN

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MAIN MENU

Press the Return Key from the title screen to access the Main Menu.

PLAYER PROFILES

The first screen you will be presented with is the Player Profile screen. From here you will be able to create a new profile or continue with a saved profile. Your profile contains all the information about your Career progress, game settings and lap times.

CREATE NEW PROFILE

Press the Return Key to create a new profile. Enter your name using the on-screen keyboard then select DONE. Select either the Male or Female character, and then select either the NORMAL or PROFESSIONAL handling model. NORMAL offers an easier driving experience, whereas PROFESSIONAL offers a more challenging driving experience for advanced players.

To continue with an existing profile, press the Right Cursor Key until your profile appears then press the Return Key to continue.

To Delete a profile, make sure the profile you want to delete is selected then press the DELETE KEY.

NOTE: YOU CAN CREATE UP TO 7 PROFILES, SO THAT EACH PLAYER CAN EXPERIENCE AND PLAY-THROUGH THE SINGLE PLAYER GAME WITHOUT AFFECTING SOMEONE ELSE'S GAME.

SINGLE PLAYER

CAREER MODE

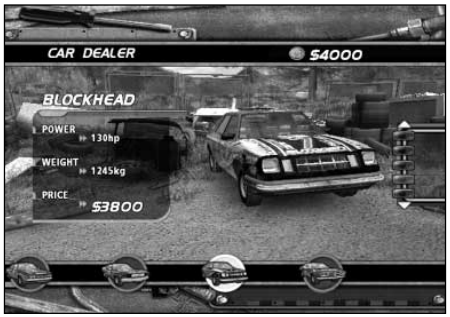
You start the Career Mode with $4,000 in your pocket and an empty garage. The idea is to win races to progress through the game while earning money as you go. The money can then be used to upgrade your car in the Tuning Shop or save your cash to buy a new car from the Car Dealer.

There are three tournaments to compete in, Bronze, Silver and Gold. Only the Bronze Class will be available to play at the start. You must complete the Bronze Class to unlock the Silver Class and complete the Silver Class to unlock the Gold Class.

CAR DEALER

Your first stop should be the Car Dealer. Only the first five cars are available to buy in the Bronze Class. After your selection you can either opt to go straight for the first race, or have a look around the Tuning Shop (assuming you have some money left to spend).

NOTE: ALL PURCHASES IN FLATOUT ARE PERMANENT AND WILL BE AUTOMATICALLY SAVED.



TIP: PRESS THE UP OR DOWN CURSOR KEYS TO CHANGE THE COLOUR OF THE SELECTED CAR.

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TUNING SHOP

The Tuning Shop allows you to upgrade 6 main areas of your car. Each main area contains various items to upgrade, these are:

ENGINE	Achieve increased torque, horsepower, efficiency and durability by purchasing race-prepared parts to improve engine efficiency and power.	***Tuning Kit*** ***Turbo*** ***Port and Polish*** ***Engine Balancing*** ***Filter Kit*** ***Carburettor and Manifold***
DRIVE TRAIN	Minimise power loss and prepare the drive train for higher power output and harsher race conditions. Increased shifting speed and power transfer by reducing inertia and friction.	***Clutch*** ***Flywheel*** ***Transmission***
EXHAUST	Improved gas flow speed with minimal restrictions in the exhaust system allows your engine to output more power.	***Exhaust*** ***Exhaust Manifold***
SUSPENSION	Improve the handling and traction by upgrading your suspension. Remember power is nothing without control.	***Shocks***
TYRES	Power means little if you can't slow down. The better the brakes, the more aggressively you can drive by breaking later. Of course breaking power is useless if you don't have the tyres to handle it.	***Tyres*** ***Brakes***
BODY	Upgrade the framework and bodywork of your car for reduced risks, added safety and all new driving comfort.	***Body Upgrade***

Each area gives you various options of how you can upgrade your car. For example, selecting ENGINE will give you various engine upgrades such as Tuning Kit's, Turbo's and Carburettor's.

STATISTICS

There are two parts to the Statistics page, your current Car Specifications and the overall Career Statistics.

The Car Specs page shows you detailed information about your car along with any upgrades purchased from the Tuning Shop.

The Career Stats page shows you your Career progress including your current class, total distance covered, Percentage of the Game Completed and Total Money earned.

RACE

When you are ready to get into the action select Race from the menu. Next, select the class you want to race in.

The Bronze class consists of 9 tracks with the first 3 tracks available to compete on; the rest of the tracks must be unlocked.

In order to progress through the game and unlock the tracks, you must finish each race in the top 3. Money is awarded for all positions except last place (8th).

FLATOUT METER

The ***FLATOUT*** Meter increases when you smash into interactive scenery or the other cars. When the ***FLATOUT*** Meter is partially full (a red light will flash just above the meter), you can go into ***FLATOUT*** mode, which gives you a Nitro boost for as long as the button is pressed or until the ***FLATOUT*** Meter is empty.

RACE OVER / REPLAY

At the end of the race you will be presented with the Race Over screen, this screen shows your position and the position of the other vehicles including all the lap times. Pressing the Return Key will take you to a replay of the race. The following options are available.

Exit Restart Slow Motion Pause Fast Forward

RACE RESULTS SCREEN

After the race you will be taken to the Race Results screen. This screen will show you your position in the race, how much money (if any) you have won and if you have unlocked any tracks.

SMASH BONUS SCREEN

The Smash Bonus screen shows you how much bonus money you have earned by smashing into the trackside scenery.

QUICK RACE

The Quick Race mode allows you to play a one off race against the computer controlled cars. Select your car, then select whether you want to race with Manual, or Automatic gears. Only the first three standard tracks are available to play plus any tracks that have been unlocked through the Career Mode.

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TIME TRIAL

The Time Trial mode allows you to play a one off race against the clock. Complete all 3 laps to attain your best time.

BONUS

There are 3 Bonus tracks, 3 Demolition Arenas and 6 Rag-Doll Sports events to compete in.

BONUS TRACKS

The Bonus Tracks consist of fairly simple and small tracks, designed to create maximum mayhem in a short space of time.

DEMOLITION ARENAS

The Demolition Arenas are circular bowls where the player has to survive against the other 7 cars.

RAG-DOLL SPORTS

This mode is divided into six sports. All of the sports incorporate the use of the Rag-Doll driver. For example, the objective in the Long Jump is to propel your driver as far as possible down the Long Jump pit. All of the sports comprise of three turns, which are added together and the total at the end being your final score.

LONG JUMP – Propel your driver as far as you can down the Long Jump Pit.

HIGH JUMP – Propel your driver as high as you can.

DARTS – Propel your driver at the giant Dart Board to achieve the highest score. Usual Darts scoring applies.

10-PIN BOWLING – Propel your driver towards the pins. Knock down as many as you can in three goes.

CLOWN'S FACE – There is a giant 2D wooden Clown with targets cut into it. You have to propel your driver to land in the targets to score points.

BULLS EYE – Propel your driver towards the target. The centre of the target gives you the highest score whereas the outer edges give you the lowest score. Try to get your driver as close to the centre as possible.

MULTIPLAYER

NETWORK PLAY

Network Play allows you to play a Multiplayer game with up to 8 connected PC's over a LAN.

JOIN GAME

Select Join Game to scan the local area network (LAN) for any Game that has been created. If a game is found, select it from the list and you will be taken to the lobby.

HOST GAME

If you choose to be the host, you will be able to create a game by defining various options. These are:

Handling	Select either the Normal or Professional driving model.
Track Type	Select the track environment you wish to race on from, Forest, Pit, Town, Winter, Race and Bonus.
Track	Select the actual track to race on.
Laps	Select the number of laps from 1 to 10.
Cars	Select a class of car, Bronze, Silver or Gold, a specific car e.g. BLADE, or ANY.
Car Upgrades	Select between NONE, MEDIUM or ALL Upgrades. Note: the level of upgrades are added to your car automatically, you cannot select individual components.
RagDoll	Select to have the RagDoll feature either ON or OFF.

LOBBY

You will reach the Lobby after you have either created a game or just joined a game.

From the Lobby, as either the Host or Client, you will have to select your car. Press the ENTER KEY to go to the Car Dealer screen. The choice of cars will be dictated through the settings the host has chosen.

Once everyone has connected and chosen a car, it's up to the Host to Start the Game by pressing the ENTER KEY.

NOTE: IF YOU ARE RUNNING WINDOWS XP SP2, YOU MAY ENCOUNTER DIFFICULTIES WHEN TRYING TO PLAY A NETWORK GAME. THE BUILT IN FIREWALL SYSTEM MAY BLOCK THE CONNECTION. IF YOU DO EXPERIENCE DIFFICULTIES, YOU CAN TASK SWITCH BACK TO WINDOWS BY HOLDING DOWN THE ALT KEY AND PRESSING THE TAB KEY. YOU SHOULD SEE A DIALOGUE BOX FROM WINDOWS ASKING, "DO YOU WANT TO KEEP BLOCKING THIS PROGRAM?" SELECT "UNBLOCK" TO REMOVE FLATOUT FROM THE FIREWALL SYSTEM. YOU CAN NOW GET BACK INTO THE GAME BY TASK SWITCHING BACK TO FLATOUT, HOLD DOWN THE ALT KEY AND PRESS THE TAB KEY.

HOTSEAT

Select Hotseat to play a 2, 3 or 4-Player turn based game in the Bonus Rag-Doll Sports Mode. You only need one controller for this mode since each player takes it in turns.

After selecting the amount of players to compete, you will be asked to enter the name of Player 1 via the on-screen keyboard. Player 1 will then get to choose their car. Once selected, players 2, 3 and 4 will have the same choices until everyone has entered their name and chosen a car.

The next step is to choose an event. At the start of the game only the first two events are available to play, however playing through the Single Player Career Mode will unlock the later events.

The rules for each event are the same as the Single Player game, only this time you are competing against other people!

For further details on Rag-Doll Sports see page 8.

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OPTIONS

GRAPHICS OPTIONS

Imperial Units ON/OFF	This will change the units used in game to either Imperial or Metric. E.g. The Speedo.
Overlay Gauges ON/OFF	This will turn the in game overlay gauges either ON or OFF. E.g. The Speedo and Rev Counter.
Race Map ON/OFF	Turn the in game map either ON or OFF.
View Distance	Move the slider to alter how much you can see into the distance.
Track Detail	Move the slider to alter the Track Detail.
Texture Quality	Move the slider to alter the Texture Quality.

SOUND OPTIONS

Race Music Volume	Adjust the in game music volume
Menu Music Volume	Adjust the menu music volume
SFX Volume	Adjust the in game SFX volume
Doppler Effects	Turn the Doppler Effects either ON or OFF. When enabled this setting attempts to emulate the Doppler audio effect, which is where the source of a sound rapidly moving past the listener changes pitch.

CONTROLLER OPTIONS

Force Feedback	Turn the Force Feedback feature found on some controllers either ON or OFF.
Force Level	Configure the strength of the Force Feedback.
Sensitivity	Configure the sensitivity of your steering wheel.
Dead Zone	Configure the Dead Zone of your steering wheel.
Controllers	Select your preferred controller device. ***NOTE: PLEASE MAKE SURE YOUR CONTROLLER IS CONFIGURED AND WORKING IN WINDOWS BEFOREHAND.***
Configure Controls	Use this option to configure your selected controller or re-define the default keyboard controls. Highlight a command, then press the ENTER KEY. Now press either the new KEY or a button on your controller to redefine the command.

CREDITS

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sPVS™ Visibility Optimization library
© Hybrid Graphics, Ltd.

FMOD sound and music system,
© Firelight Technologies Pty, Ltd., 1994–2004

Lua 5.0 ©2003–2004 Tecgraf, PUC-Rio.

UVPaint ©2003 Zoltan Hollosy

EMPIRE INTERACTIVE

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LAB

"BEAT THE BOYS"
Music: Splendid, Lyrics: Ana
From the album "Devil is a girl"
(P) 2002 BMG Finland Oy
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www.labplanet.net

THE APRIL TEARS

"LITTLE BABY IS COMING"
Dead Frog Records
www.deadfrogrecords.com
Lyrics/Music: Andreas Jismark & Jimmy Monell
Published by Tom Bone Music

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SUBROC

"CLOSE THE WINDOWS"
Tom McCreery, guitarist
Written and Performed by Subroc
www.subroc.co.uk

KID SYMPHONY

"HANDS ON THE MONEY"
Words and music by Langdon/Denton
Published by Chrysalis Music Ltd.

KILLER BARBIES

"DOWN THE STREET"
Written by Silvia Garcia Pintos and
Antonio Dominguez Lourido
Published by Edition Drakkar II/
BMG Music Publishing Ltd.

KILLER BARBIES

"BABY WITH TWO HEADS"
Written by Silvia Garcia Pintos and
Antonio Dominguez Lourido
Published by Edition Drakkar II/
BMG Music Publishing Ltd.

SPLATTERHEADS

"FISH BISCUIT"
Music and lyrics by Splatterheads.
Taken from "Bot - The Album",
Subway Records, Germany.

WHITMORE

"NINE BAR BLUES"
by Whitmore from the album "Smoke The Roach"
Written by Robb Blake
Licensed from Moon Ska Europe
Published by Moon Ska Europe

THE HISS

"BACK ON THE RADIO"
Performed by The Hiss
Written by Bah-Kamara, Barrera, Franco,
Galpin/Strange Investigations
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AMPLIFIRE

"DROWN TOGETHER"
Performed by Amplifire
Mastervox Records,
www.mastervox.fi
www.amplifire.com

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"HEARTLESS"
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"KING OF DEFEAT"
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TOKYO DRAGONS

"TEENAGE SCREAMERS"
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AGENT BLUE

"SOMETHING ELSE"
Composed by: Matt Jones, Nic Andrews,
Calum Murphy, Mark Taylor, Josh Hill
Published by Agent Blue

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"LOVE TO HATE TO LOVE"
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SIXER

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